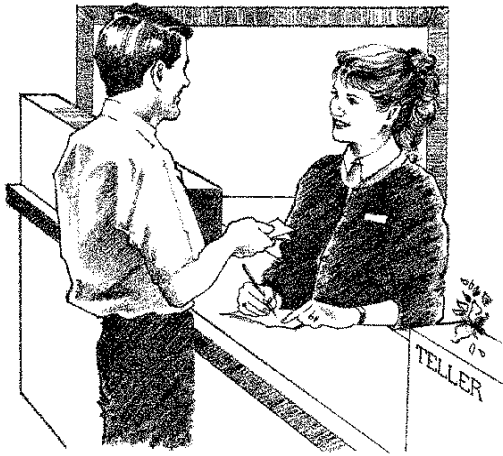


PULL-TABS

This chapter contains information on pull-tab conduct, pull-tab dispensing devices, cash registers, reporting, and common problems.



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REFERENCES

Minnesota Statutes 349.12
 Minnesota Statutes 349.151
 Minnesota Statutes 349.1721
 Minnesota Statutes 349.172
 Minnesota Statutes 349.18
 Minnesota Statutes 349.181
 Minnesota Statutes 349.19
 Minnesota Statutes 349.211
 Minnesota Statutes 349.2113
 Minnesota Statutes 349.2127

DEFINITIONS
 GAMBLING CONTROL BOARD
 CONDUCT OF PULL-TABS
 PULL-TABS; INFORMATION REQUIRED TO BE POSTED
 PREMISES USED FOR GAMBLING
 RESTRICTIONS ON WHO MAY PARTICIPATE IN LAWFUL GAMBLING
 RECORDS AND REPORTS
 PRIZE LIMITS
 PRIZE PAYOUT LIMIT
 PROHIBITIONS

Minnesota Rules 7861.0210
 Minnesota Rules 7861.0260
 Minnesota Rules 7861.0280
 Minnesota Rules 7861.0320

Definitions
 Conduct of Lawful Gambling
 Pull-tabs
 Organization Operations, Accounts, Reports, and Records



Fruit Basket

\$200

\$200



4 TIMES

\$200

\$200

\$100

\$100



4 TIMES

\$100

\$100

\$ 55

\$ 52



4 TIMES

\$ 50

\$ 50



\$1
240 times

AZ Inc 19974, Roseville, MN 55113

FORM 01234

MFG ID PART NBR SERIES NBR 07/06/03



700006

AZ01234-MN 700006
GREENTickets 4500
JOB#31353

Pull-Tab Purchasers - This pull-tab game is not legal in Minnesota unless an outline of Minnesota with the letters "MN" inside is imprinted on this sheet, and the serial number imprinted on the bar code at the bottom of this sheet is the same as the serial number on the pull-tab ticket you have purchased.

Common Terms

Bar code	Bar codes are used by the Department of Revenue to track the distribution, sales, and reporting of pull-tab deals throughout Minnesota. It is the manufacturer's responsibility to place a bar code on the flare of each pull-tab deal.
Bar op	Method of selling and redeeming pull-tabs by the lessor's employees at a leased premises that is licensed for the on-sale of alcoholic beverages and the pull-tab sales are made from the common area where food and beverages are sold.
Booth op	Method of selling and redeeming pull-tabs by an organization employee from a separate enclosure (in an owned or leased premises) that is distinct from areas where food and beverages are sold.
Buy-out	Purchasing the remaining tickets in a pull-tab deal.
Deal	A deal is an individual game of pull-tabs that is either a separate package or series of packages consisting of one game with the same serial number.
Flare	<p>A flare is the posted display that:</p> <ul style="list-style-type: none"> • has a bar code and a Minnesota geographic boundary symbol imprinted or affixed, • is used to inform pull-tab players of information needed to play a particular deal of pull-tabs (prizes to be awarded, winning symbols, payout percentage or number of tickets in the deal, etc.), and • is included with each deal of pull-tabs you purchase from a distributor licensed by the Gambling Control Board.
House rules	House rules, developed by your organization, are rules that govern the conduct of lawful gambling. They are posted in close proximity to the point of sale and must be visible at the point of sale.
Last sale prize	An optional prize, this is the prize awarded to the player who buys the last ticket in a deal that has had a last sale prize sticker added to the flare by the distributor. If an organization decided to have a last sale prize, the organization must order the game from the distributor with a last sale prize sticker added.
Pull-tab [or pull-tab ticket]	A pull-tab is a single folded and banded ticket, grouping of folded and banded tickets, or multi-ply card with perforated breakopen tabs, the face of which is initially covered to conceal one or more numbers or symbols, where one or more of each set of tickets or cards has been designated in advance as a winner.
Seal card	A seal card is a board or placard used in conjunction with a deal of pull-tabs and contains a seal or seals that--when opened or uncovered--reveal predesignated winning numbers, letters, or symbols.

Items Used in the Conduct of Pull-tabs		
REQUIRED ITEMS		
Item	Use	Where to Obtain
Cash drawers	Use a separate cash drawer for each deal of pull-tabs in play, with two exceptions: <ul style="list-style-type: none"> Organizations may use a single cash bank to redeem pull-tab tickets purchased from a pull-tab dispensing device. See <i>Cash Register</i> below (under Optional Items). 	From any source
Container [receptacle]	A separate container is required for each game in play.	From any source
Prize receipt form	Complete a prize receipt form for: <ul style="list-style-type: none"> each winning pull-tab ticket valued at \$50 or more last sale prize valued at \$20 or more 	Contained in this chapter. Often provided by the distributor with the game.
Pull-tab tickets	Sold in the conduct of a pull-tab game	Purchase from a licensed distributor only.
OPTIONAL ITEMS		
Item	Use	Where to Obtain
Booth	A separate enclosure from which pull-tabs are sold.	From any source.
Cash register	Organizations may use a single cash register drawer for more than one deal of pull-tabs, if the cash register meets technical standards. See the <i>Using a Cash Register</i> section in this chapter	From any source.
Posting board	Used to post major prize winning pull-tab tickets awarded in a deal. Or, the winners can be marked off on the game flare as the prizes are awarded.	From any source.
Pull-tab dispensing device	A machine or mechanical device used to dispense pull-tab tickets. See the <i>Using a Pull-tab Dispensing Device</i> section in this chapter.	Lease or purchase from a licensed distributor only.
Scanner	Used to quickly print driver's license information onto a label that is then permanently affixed to a prize receipt form.	From any source.

Conducting a Pull-tab Game

Information required to be posted at each premises

General information posted	<p>The following information must be prominently posted at each premises:</p> <ul style="list-style-type: none"> • organization name, license number, and premises permit number, • a statement that illegal gambling is prohibited at the premises, and • the problem gambling hotline number (1-800-333-HOPE) at each point of sale.
House rules posted	<p>The minimum size for the house rules sign is 11" x 17." The house rules governing the conduct of lawful gambling must be clearly visible at the point of sale.</p> <p>The house rules must include all policies of your organization that affect the play of the game, including any restrictions in addition to those imposed by Minnesota Statutes 349.181 on who may participate in the conduct of lawful gambling at the premises.</p> <p>The house rules may include items such as:</p> <ul style="list-style-type: none"> • Cash only. Money orders, cashier's checks, and travelers checks may be accepted. • Checks, credit cards, or debit cards not accepted. • The winner must have a driver's license or picture ID to redeem a winning ticket. • The organization cannot guarantee the prizes remaining in a pull-tab deal. Posting shows only major winning pull-tab tickets that have been redeemed. • Players must be 18 or older to purchase or redeem a ticket. • We reserve the right to refuse service for disruptive or offensive behavior.
Name of paid employee	<p>Paid gambling employees must clearly display their name (last name not required) when conducting lawful gambling. Wearing a name tag or posting a name plate are the most common methods to meet this requirement.</p>

Information required to be kept at each premises

Records and forms	<p>All licensed organizations must keep the following at each premises:</p> <ol style="list-style-type: none"> 1. a current site inventory record which lists each pull-tab deal kept on the premises; 2. the LG861 Site Control/Tracking and Auditing of Pull-tab Game (unless a cash register or dispensing device are used); 3. a copy of the distributor's invoice for: <ul style="list-style-type: none"> • each pull-tab deal in play, and • each unplayed pull-tab deal stored on the premises; 4. for any pull-tab dispensing devices: <ul style="list-style-type: none"> • a copy of the lease or sales agreement for each pull-tab dispensing device at the premises • the LG286 Pull-tab Dispensing Device Game Receipts Tracking and the LG287 Pull-tab Dispensing Device Prize Bank Reconciliation; and 5. the LG283 Cash Register Cash Count Report if a cash register with a single cash drawer is used for multiple pull-tab games.
Deals in play	<p>All records, reports, and prize receipts relating to a deal of pull-tabs in play must be kept at the premises while the game is in play.</p>
Separation of equipment	<p>A clear physical separation or divider between the organization's gambling equipment, another organization's gambling equipment, and the lessor's business equipment must be maintained.</p>

Conducting a Pull-tab Game (continued)

When games **RECEIVED**, verify invoice against games

When gambling product is received, an organization must verify each deal against the distributor's sales invoice. If games are packed in a case, open the case and identify each game.

Verify the game information on the **sales invoice** with the **bar code label**.

- ___ Manufacturer ID
- ___ Part number
- ___ Serial number
- ___ Last sale sticker, if any. Only the distributor may add a "last sale prize" sticker to a flare. A game with a last sale prize must be ordered that way from a distributor.

If an error is discovered on the sales invoice, notify your distributor immediately and obtain a corrected invoice.

Defective game discovered **BEFORE** game put into play

Before putting a pull-tab game into play, check it for the following possible defects:

- ___ Manufacturer's seal on container is broken
- ___ Serial number or form number on tickets and flare do not match
- ___ All tickets in a deal do not have the same serial number
- ___ Game has same serial number and form number as another game manufactured by that manufacturer in the organization's inventory
- ___ Geographic outline of state of Minnesota is not on the flare
- ___ Bar code does not appear on the flare
- ___ Prize amounts on tickets and flare do not match
- ___ Ticket price does not match price on flare
- ___ Flare was altered, such as cut off or defaced

If any defect is found before the game is put into play, the game may not be put into play.

If a defect is found

1. Within 7 business days, return the defective game to the distributor for full credit of the cost of the game and taxes paid. Provide the distributor with a written statement that the game is defective.
2. Get a receipt for the game from the distributor.
3. The date the game is picked up should be noted in your inventory records.

Conducting a Pull-tab Game (continued)

Defective game discovered DURING PLAY OR after removed FROM PLAY

If a defective game is discovered during the play of a game, immediately remove the game from play. The game may not be played out.

Contact the Department of Revenue to report the defect.



NOTE: Once a ticket has been sold from a game, the game is considered to be "in play."

Conducting a Pull-tab Game (continued)	
Flare may not be altered	An organization may not alter a flare to add a "last sale prize." The only changes that may be made to a flare are to post prizes awarded by crossing out redeemed prizes on the flare, to post a progressive jackpot amount, or to record the method of selecting a winning ticket for a pull-tab event game.
Posting of flare	The flare must be affixed to the pull-tab container containing the deal or prominently posted at the point of sale. The entire flare must be visible to players.
Mixing tickets before putting into play	<ul style="list-style-type: none"> • All of the pull-tabs must be randomly removed from the original containers and thoroughly mixed before a deal is offered for sale. • The container must be large enough to hold the entire deal at one time and may not be the original container in which the deal was received. • Tiered containers may not be used for the sale of pull-tab tickets.
Daily tracking of game; transfers not allowed	
Game tracking	<ul style="list-style-type: none"> • Complete the LG861 Site Control/Tracking and Auditing of Pull-Tab Game to track all pull-tab games on a daily basis, unless a dispensing machine or cash register is used. Count and verify starting cash. • Also, record the date the game is put into play and date removed from play on the LG847 Current Site Inventory List.
Game transfer not allowed	<p>Games in play may not be transferred from:</p> <ul style="list-style-type: none"> • one site to another, • a bar to a booth operation--at a leased site, • a booth to a bar operation--at a leased site, • a bar operation to a pull-tab dispensing device--at a leased site, • a booth operation to a pull-tab dispensing device--at a leased site, or • a pull-tab dispensing device to a bar or booth operation--at any site.
Starting cash banks and drawers	
Cash bank/drawer	A starting cash bank is gambling money placed in a cash drawer prior to the beginning of the game and is used to make change and pay prizes awarded. Most organizations use starting cash banks of \$200 to \$500 for each pull-tab game in play.
Cash register or pull-tab dispensing device	<p>A separate cash drawer must be used for each pull-tab game except when using a cash register or pull-tab dispensing device.</p> <ul style="list-style-type: none"> • If an organization uses a cash register, see the <i>Using a Cash Register</i> section in this chapter for information and requirements. • If an organization uses a pull-tab dispensing device, see the <i>Using a Pull-tab Dispensing Device</i> section in this chapter for information, restrictions, and requirements.
Business hours	
Pull-tab tickets may only be sold and winning tickets redeemed at times when the premises is open for the conduct of its regular business. An organization determines the hours that it will conduct gambling within the regular business hours.	

Who May and May Not Participate in Lawful Gambling

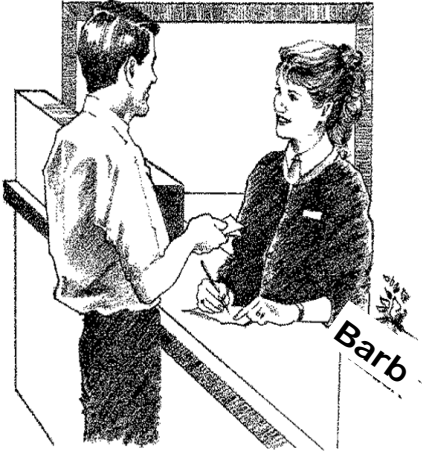
[Minnesota Statute 349.181]

3/11

	Pull-tabs, tipboards, and paddlewheels	Bingo	Raffles
Gambling manager [at organization's permitted premises]	No	No	No
Organization and lessor employees and volunteers	<p>No. They may play only if they are not involved with the conduct of these games¹ at the premises where they work.</p> <p>This restriction is in effect until six weeks after the employee or volunteer is no longer involved in the conduct of pull-tabs, tipboards, and paddlewheels at that premises.</p> <ul style="list-style-type: none"> Posting of winners is not required. Bingo employees may not play these games while conducting bingo. 	<p>No. They may play bingo only if they are not involved with the conduct of any lawful gambling^{1, 2} during a bingo occasion at the premises where they work.</p> 	Yes
Lessor [at lessor's premises]	No	No	No
Lessor's immediate family [spouse, child, parent, brother, sister, at lessor's premises]	No	They may play bingo if they are not involved with the conduct of bingo ² during a bingo occasion.	Yes
Age restrictions	<ul style="list-style-type: none"> Must be 18 and older to conduct these games Must be 18 and older to play these games 	<ul style="list-style-type: none"> Must be 18 and older to conduct bingo Must be 18 and older to play bingo <p>EXCEPTIONS: A person under 18 may play bingo:</p> <ul style="list-style-type: none"> conducted by an exempt or excluded organization, or conducted by an organization as part of an annual community event, if accompanied by a parent or guardian. 	<ul style="list-style-type: none"> Must be 18 and older to buy a raffle ticket Must be 18 and older to win a raffle prize Under 18 may sell raffle tickets
<p>¹Conduct of pull-tabs, tipboards, and paddlewheels includes:</p> <ul style="list-style-type: none"> selling tickets, redeeming tickets, auditing games, making deposits, spinning the paddlewheel, and conducting inventory. 		<p>²Conduct of bingo includes:</p> <ul style="list-style-type: none"> selling bingo hard cards, bingo paper sheets, or facsimiles of bingo paper sheets, completing bingo occasion records, selecting or announcing bingo numbers, making deposits, and conducting inventory. 	

Conducting a Pull-tab Game (continued)

Selling the pull-tab tickets



Cash only

- Only cash may be accepted for the purchase of a pull-tab. Traveler's checks, money orders, and cashier's checks are acceptable.
- Credit may not be extended to a player.
- Checks, credit cards, or debit cards may not be accepted.

Maximum ticket price is \$5 for each pull-tab ticket.

Age restrictions - Only persons 18 and over may participate as a pull-tab player.

Counting tickets - All pull-tab tickets sold must be hand counted. A scale may be used to determine the approximate number of tickets left in the box, but for all game buyouts, pull-tab tickets must be hand counted.

Insider information not allowed

A pull-tab seller may not provide any "insider" information to players that provides an unfair advantage related to the potential winnings from pull-tabs.

If there is reason to believe that an organization or pull-tab seller has been or is providing insider information to players, the Gambling Control Board may require the organization to post major prizes and the names of major winners, and an organization may lose their gambling license or premises permit.

No assistance to players

Pull-tab sellers may not help a player open pull-tab tickets.

"Holding" or "freezing" not allowed

Pull-tab sellers may not "hold" or "freeze" a pull-tab game for players.

Ticket for last sale prize must be paid for

A last sale prize may not be deducted from the buy-out amount.

All tickets must be paid for, then the last ticket may be presented to collect or redeem the last sale prize.

Conducting a Pull-tab Game (continued)

Be on lookout for counterfeit currency

Counterfeit \$20 and \$100 bills have been discovered at gambling premises in Minnesota. These were real, lower denomination bills that had been bleached and then reprinted in \$20 and \$100 denominations.

Because the bills were printed on authentic US Treasury paper, counterfeit detection pens were not effective. The only giveaway on the bills is the magnetic strip embedded in the paper.

One and two dollar bills do not contain the strip. All other bills printed since 1990 contain the strip which will show the bill's real denomination.

Alert your pull-tab sellers to carefully inspect all \$20, \$50 and \$100 bills they receive. The magnetic strip imbedded in the bill can be seen by holding the bill up to a bright light.

Verify that the denomination on the strip matches the denomination printed on the bill.

Also, instruct your sellers not to accept a bill from a customer who claims to have received a counterfeit bill in change from the pull-tab operation. Instruct the customer to call police if they are in possession on a questionable bill. The Board will likely deny a fund loss request involving counterfeit currency if the organization has not exercised due diligence in educating its employees how to identify counterfeit bills.

From the US Secret Service web site . . . If you receive a counterfeit bill:

1. Do not return it to the passer.
2. Delay the passer if possible.
3. Observe the passer's description, as well as that of any companions, and the license plate numbers of any vehicles used.
4. Contact your local police department (or US Secret Service).
5. Write your initials and the date in the white border areas of the suspect note.
6. Limit the handling of the note. Carefully place it in a protective covering, such as an envelope.
7. Surrender the note or coin only to a properly identified police officer or a U.S. Secret Service special agent.

For more information go to:

http://www.secretservice.gov/know_your_money.shtml

Conducting a Pull-tab Game (continued)

Posting of prizes awarded

The posting of major pull-tab prizes is optional, although the Gambling Control Board has the authority to require it.

Organizations may post the major prizes awarded for all, some, or none of the games in play. If only some games are posted, clearly identify which games are posted and which are not. Include the organization's posting policies in the house rules.

Posting of major winners only informs a player of the number of major prize winning pull-tab tickets that have been redeemed. It does not guarantee that all prizes that have not been posted still remain in the deal. For example, some pull-tab tickets may have been sold but not yet redeemed by players, and others may have been thrown away by mistake by players.

If posting, an organization is required to:

1. post all major prizes. A major prize is defined as any prize that is at least 50 times the face value of a pull-tab in the deal.
Example: \$.50 ticket x 50 = \$25 prizes;
2. post the information prominently at the point of sale; and
3. post or mark off each major prize immediately upon awarding the prize.

Examples of where posted	How posted
On the flare	Mark or cross off the redeemed major prizes, being careful not to totally cover up the prize amounts.
On a sheet of paper	On a sheet of paper clearly identifying the games, list all the major prizes and then cross them off as they are redeemed.
On an erasable board	Copy the major prizes onto the board, and cross or erase them off as they are redeemed.
On a posting board	Write the major prizes on the board as they are redeemed.

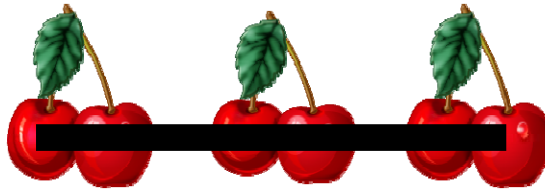
Conducting a Pull-tab Game (continued)

Verifying serial numbers

A pull-tab prize may not be paid unless the organization receives a winning pull-tab ticket. Before a prize may be paid, the pull-tab seller must examine winning tickets of all denominations to make sure the serial number on each ticket matches the serial number on the flare.

Unique symbol or printed security device

All winning pull-tab tickets must identify the winners through the use of an unique symbol or printed security device. A common method used by manufacturers to identify a winner is a straight colored line through the winning symbols.



Verifying winners \$50 and greater

Winning pull-tab tickets with prizes greater than \$50 must use a second form of verification provided by the manufacturer to protect against counterfeiting. To comply with this requirement, manufacturers typically include the dollar amount of the winning ticket in the line of winning symbols.



Conducting a Pull-tab Game (continued)

Prizes awarded

The highest denomination winner or possible combination of winners, including a last sale prize, for a single pull-tab ticket may not exceed:

- \$599 for games with \$2 and under tickets;
- \$899 for games with \$3 tickets;
- \$1,199 for games with \$4 tickets; and
- \$1,499 for games with \$5 tickets.

A "last sale prize" may be awarded for the last non-winning ticket purchased in a pull-tab game.

Prizes may not be awarded if pull-tabs are lost, marked, defaced, altered, or have left the premises.

Defacing winning tickets

The pull-tab seller must deface each winning ticket when it is redeemed.

Defacing means the pull-tab ticket is marked in some way so that it can be easily identified as a winning ticket for which a prize has been awarded. The defacing method must allow the pull-tab ticket symbols to remain visible and not affect the ticket count.

Methods of defacing a pull-tab ticket include:

- using a bingo dauber,
- writing the seller's initials or name across the ticket (not on the frame),
- using a stamp with the pull-tab seller's name,
- drawing across the ticket with a marker or pen, or
- punching a hole.

Tearing a pull-tab ticket is not considered defacing and is not allowed.

Handling counterfeit pull-tab tickets

If the organization discovers that it has received a counterfeit pull-tab ticket or that it awarded a prize based upon a counterfeit pull-tab, the gambling manager should follow these steps:

1. Review the prize receipt to see who signed it as the winner and which pull-tab seller signed and dated it.
2. Deliver the pull-tab ticket and prize receipt form to the local law enforcement agency and file a complaint against the alleged violator. Get a receipt from the law enforcement official.
3. Keep a copy of the pull-tab ticket, prize receipt, and complaint with the game records.
4. Report the counterfeit incident to the Alcohol and Gambling Enforcement Division (Department of Public Safety) at 651-201-7500.
5. When filing Schedule B2 of the G1 Lawful Gambling Monthly Tax Return, do not report the actual amount paid out for a redeemed counterfeit ticket. Report the amount as a fund loss on the Schedule F.
6. Within 60 days, file a fund loss report with the Gambling Control Board using LG250 Fund Loss Request for Profit Carryover Adjustment (see *Chapter 9*).

Conducting a Pull-tab Game (continued)

Using the prize receipt form

The pull-tab seller must complete a prize receipt form for each winning pull-tab ticket redeemed with a prize value of \$50 or more and any "last sale prize" awarded with a value of \$20 or more.

PRIZE RECEIPT Complete in ink. Staple winning ticket, and winning seal, if any, to prize receipt*

Organization name, address, city, state, zip	Date	Value of prize \$
	Name of game	
	___Bingo \$100+ ___Bingo alternative prize \$____ ___*Tipboard \$50+ ___*Paddlewheel \$50+ ___*Pull-tab \$50+ ___*Last sale prize \$20 or more	
Site location	Game serial number	
RECEIVED BY		
Name (print)		
Address		
City, state, zip		
Driver's license number or ID# from other picture identification		State
Winner's signature, in ink		Seller's signature, in ink
PREPARED BY THE MINNESOTA GAMBLING CONTROL BOARD [LG0007 7/07]		



Complete in ink; initials not allowed

The prize receipt information must be printed in ink or scanned from a photo ID and affixed to the prize receipt form. The signature (not initials) of the winner and the signature (not initials) of the organization employee or volunteer making the payment must be in ink.

Picture ID required

Until a player provides the necessary information to complete a prize receipt, the organization may not award the prize.

The form of picture ID must be recorded, including driver's license number and state of registration or the form of other type of picture ID provided. A social security card does not meet this requirement. Scanned labels must be permanently adhered to the prize receipt. They may not be stapled or taped to the prize receipt.

Other requirements

Staple the redeemed winning ticket (and winning seal tab, if any) to the prize receipt. Keep the completed prize receipt at the premises while the deal is in play.

Conducting a Pull-tab Game (continued)

Attaching winning ticket (and seal tab, if any) to prize receipt

[illegible]

A winning ticket [and seal tab, if any] must be stapled to the prize receipt.

The information below clarifies that requirement and provides recommendations on how to attach a winning ticket to the prize receipt so that closed games may be easily and accurately audited by an organization and the Gambling Control Board and other regulatory agencies.

Staple ticket to prize receipt

Staple the winning ticket to the front of the prize receipt in the upper left-hand corner so that the face of the winning ticket and the prize receipt information are visible. That allows more of the essential prize receipt information to be viewed without having to lift up the ticket.

Don't "double" staple

Do not "double staple" the prize receipt.

For example, some organizations put a staple in the upper left-hand corner, but then also put another staple in the middle of the ticket, presumably to make absolutely certain that the ticket won't become separated from the prize receipt. However, this makes the game harder to audit as the extra staple must be removed to see all of the information on the prize receipt.

Don't fold prize receipts

Do not fold the prize receipts. Every folded prize receipt must be unfolded during an audit of that game.

Do not fold the prize receipt around the winning ticket and then staple it. This makes games very difficult to audit because all the staples must be removed and the prize receipt unfolded before the auditor can view it.

Storing prize receipts and tickets

Store the prize receipts and winning tickets with the other remnants of the game.

For example, prize receipts for each game should not be stored in a separate file from the other closed game materials.

When putting the closed game remnants together for storage, it's also good to have all prize receipts for that game paper-clipped or banded together. If the game came with preprinted prize receipts, keep the unused ones together and store them with the closed game materials. They may be useful when trying to figure out what caused a discrepancy.

Conducting a Pull-tab Game (continued)

Detecting Forged Prize Receipts

In many gambling fraud cases, forged prize receipts are a common way that sellers use to cover up their theft. When auditing a game, look for:

- a winner with different looking signatures on the prize receipts, or
- a winner with signatures that are similar to the writing style of the seller.

Contact your compliance specialist at the Gambling Control Board on how to report a game with forged prize receipts.

Questionable signatures

Valid signature

PRIZE RECEIPT Complete in ink. Staple winning ticket and winning seal, if any, to prize receipt.*	
Organization name, address, city, state, zip	Date
Value of prize \$	
Name of game	
Rings \$100+ Rings alternative prize \$	
*Trophies \$50+ *Trophy alternative prize \$50+	
*Pull-tab \$50+ *Least sale prize \$20 or more	
Game serial number	
Site location	
RECEIVED BY	
Name (print)	
Address	
City, state, zip	
Driver's license number or ID# from other picture identification	State
Winner's signature, in ink	Seller's signature, in ink
Bob Smith	<i>Bonnie Clyde</i>

PREPARED BY THE MINNESOTA GAMBLING CONTROL BOARD (LC0007 7/07)

PRIZE RECEIPT Complete in ink. Staple winning ticket and winning seal, if any, to prize receipt.*	
Organization name, address, city, state, zip	Date
Value of prize \$	
Name of game	
Rings \$100+ Rings alternative prize \$	
*Trophies \$50+ *Trophy alternative prize \$50+	
*Pull-tab \$50+ *Least sale prize \$20 or more	
Game serial number	
Site location	
RECEIVED BY	
Name (print)	
Address	
City, state, zip	
Driver's license number or ID# from other picture identification	State
Winner's signature, in ink	Seller's signature, in ink
Bob Smith	<i>Bonnie Clyde</i>

PREPARED BY THE MINNESOTA GAMBLING CONTROL BOARD (LC0007 7/07)

Winner's signature, in ink

Bob Smith

Seller's signature, in ink

Bonnie Clyde

Look at prize receipts for the same winner. Pull-tab sellers may try to cover theft in another manner by writing the driver's license information on other prize receipts and then forging the prize receipt.

Scanned information

Written information

PRIZE RECEIPT Complete in ink. Staple winning ticket and winning seal, if any, to prize receipt.*	
Organization name, address, city, state, zip	Date
Value of prize \$	
Name of game	
Rings \$100+ Rings alternative prize \$	
*Trophies \$50+ *Trophy alternative prize \$50+	
*Pull-tab \$50+ *Least sale prize \$20 or more	
Game serial number	
Site location	
RECEIVED BY	
Name (print)	
Address	
City, state, zip	
Driver's license	State
Winner's signature, in ink	Seller's signature, in ink
Bob Smith	<i>Bonnie Clyde</i>

PREPARED BY THE MINNESOTA GAMBLING CONTROL BOARD (LC0007 7/07)

PRIZE RECEIPT Complete in ink. Staple winning ticket and winning seal, if any, to prize receipt.*	
Organization name, address, city, state, zip	Date
Value of prize \$	
Name of game	
Rings \$100+ Rings alternative prize \$	
*Trophies \$50+ *Trophy alternative prize \$50+	
*Pull-tab \$50+ *Least sale prize \$20 or more	
Game serial number	
Site location	
RECEIVED BY	
Name (print)	
Address	
City, state, zip	
Driver's license number or ID# from other picture identification	State
Winner's signature, in ink	Seller's signature, in ink
Bob Smith	<i>Bonnie Clyde</i>

PREPARED BY THE MINNESOTA GAMBLING CONTROL BOARD (LC0007 7/07)

Conducting a Pull-tab Game (continued)

Closing a pull-tab game

When closing a game:

1. Remove all unsold pull-tab tickets from the container.
2. Count the cash in the game drawer and record on the LG861.
3. Separate the starting cash bank amount from the game proceeds.
4. Complete the LG861.
5. Enter on the LG847 Current Site Inventory (column 7) the date the game was closed.
6. Deposit - On the LG861, the assigned person(s) must complete the "Closing of Game and Deposit" section.

Deposit information

Deposit and record cash on hand amount, or secure the cash until it can be deposited. Deposit the gambling receipts into the gambling account **within 4 business days** of the close of the game.

On the deposit slip, list the following:

1. premises permit number
2. date of the deposit
3. serial number of each game
4. amount of actual cash deposited from each game

The cash must be deposited and may not be used to reimburse or re-establish the game bank at its designated level or to award prizes in another game.

First National Bank Deposit Slip	
Date	12/22/12
99999-001	
700006	\$350
TOTAL	\$350

Conducting a Pull-tab Game (continued)

Auditing a pull-tab game

All pull-tab games must be audited, and the audit must include a review of all prize receipts. The final audit of the game must be done by someone other than the seller and/or the person who prepared the deposit.

Some organizations require sellers to count remaining unsold tickets and group them by lots of 25, 50, or 100. Although sellers may make a preliminary audit of their own games, but they may not do the final audit.

Use page 2 of the LG861 to do the audit. Refer to the *Internal Operations* chapter for more detailed instructions on auditing games.

Cash shortage versus fund loss

If a shortage is discovered, refer to the *Internal Operations* chapter for information that explains the difference between a cash shortage and a fund loss.

Fund loss

If a fund loss is discovered, notify local law enforcement within 5 days of discovering the loss (within 24 hours if the game was played in a dispensing machine), otherwise the Gambling Control Board will not consider the fund loss. Refer to the *Internal Operations and Oversight* chapter, Fund Loss section.

If pull-tab games (played or unplayed) are lost due to a disaster such as fire, flood, blizzard, tornado or other catastrophic event, immediately contact the Department of Revenue at 651-297-1772 for instructions on how to handle the fund loss.

Closed game records and storage

Keep the following for closed games:

- all redeemed winning tickets
- all unsold tickets
- the flare
- LG861
- prize receipts

It is recommended that closed games be put in waterproof bags and stored in sturdy, stackable storage boxes.

On the outside of each box, write the following:

- month and year the games were closed,
- the serial numbers of each game stored in that box, and
- the month and year the tickets may be destroyed.

Games must be kept for 3-1/2 years after the month in which the games were reported as closed on the Schedule B2.

More games can be stored in a smaller space by using storage boxes rather than the original game boxes.

Game records must be stored in the state of Minnesota.

Common Problems and Possible Solutions

Employee training

Provide periodic training to employees/volunteers on the rules relating to the sale of pull-tabs. Listed below are common problems and suggested solutions.

Cash shortages

"Our pull-tab sellers are always cash short."

1. Conduct training sessions with employees/volunteers regarding methods and procedures for putting games in play, redeeming tickets, etc.
2. Review the LG861 Site Control/Tracking and Auditing of Pull-Tab Game to determine where problems may be occurring.
3. Spot audit games before and after a seller's shift.
4. Limit the number of sellers.
5. Order games with the amount of the prize printed on the ticket.
6. Purchase games with the same priced tickets.
7. Point out shortages to sellers, lessor, etc., and explain reimbursement as required by statute.
8. Assign deals to each seller.
9. Install a pull-tab dispensing device.
10. Contact local law enforcement or the Alcohol and Gambling Enforcement Division (Department of Public Safety) at 651-201-7500.
11. Refer to the *Internal Operations and Oversight* chapter for information on cash shortages.

I want my \$200!



Game buy-outs

"Someone bought out a game, and a \$200 winning ticket was missing."

- Verify the accuracy of posting winners by comparing the major prize-winning pull-tabs for that game to the prizes posted on the flare or posting board. It is very important that the posting is accurate as this may affect the customer's decision on whether to buy out the game.
- Instruct sellers to verbally inform pull-tab customers who "buy out" a game that posting only shows the winning tickets that have been redeemed. Tickets may have been sold that haven't yet been opened or redeemed. These potential winning tickets are not posted until the prize has been paid.

Employees play

"Employees are buying pull-tabs at the site where they work."

- Review prize receipts for names of employees/volunteers, or forged or bogus names. Also, look at dates and times on scanned labels.
- Inform gambling employees and volunteers of the statute that prohibits them from buying pull-tabs at the site where they sell pull-tabs.
- Post house rule prohibiting gambling employees/volunteers from buying pull-tabs at the premises.

LG861 Site Control/Tracking and Auditing of Paper Pull-tab Game

- As part of the site inventory, this information is required daily to track and audit each paper pull-tab game in play.
- For pull-tab dispensing machines, use the LG286 Paper Pull-tab Dispensing Device Game Receipts Tracking and LG287 Paper Pull-tab Dispensing Device Prize Bank Reconciliation.
- If a cash register is used with a single cash drawer for multiple paper pull-tab games, use LG283 Cash Register Cash Count Report.

Game Information

Organization name _____ Site name _____

Game name _____ Serial number _____

Date put in play _____ Starting cash \$ _____

Signature of person putting game in play _____

Daily Game Bank Audit

Complete in ink

[illegible]

Closing of Game and Deposit

Total cash on hand \$ _____	Signature in ink of person removing game from play	Signature in ink of person preparing/making deposit.
Minus start bank \$ (_____)		
Bank deposit \$ _____	Date closed	Date

LG861 (continued)

Use page 1 daily to monitor the cash banks and to identify the pull-tab sellers for each deal in play. Page 1 also identifies the persons putting the deal in play, removing the deal from play, and preparing/making the deposit.

Use page 2 to audit the closed paper pull-tab game for information required by the Department of Revenue, and to perform random audits of closed games or detect errors in counting the game.

Game information

Complete "Game Information" section at top of the page.

Putting the game into play - Immediately prior to placing the game into play, enter the following information:

- date put in play
- starting cash
- the person putting the game into play must sign his or her full name on the signature line (no initials)

Daily game bank audit

- At the beginning of the day a person must enter the date, the amount of cash in the cash drawer, and initial the form.
- At the end of the day a person must enter the date, the amount of cash in the cash drawer, and initial the form.
- Each person who sells pull-tabs must initial the form on the date that he or she sells pull-tabs, even if the same person also counts cash.

Closing of game and deposit

Removing the game from play - The person closing the game must enter the date the game was removed from play, the total cash in hand, and sign his or her full name in ink on the signature line (no initials).

Deposit - The person preparing/making the deposit must determine the deposit amount, enter the date of the deposit, and sign his or her full name in ink on the signature line (no initials).

Audit of closed game

The person auditing the closed game must:

- complete the "Audit of Closed Game" section,
- enter his or her signature in ink, and
- date the form.

Note: If you audit the game each day using your own form, the person performing the daily audit must initial your form.

Audit of Closed Game

# of winning tickets	Winning prize amount	Total amount paid
----------------------	----------------------	-------------------

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

_____ @ \$ _____ = _____

@ \$	=
------	---

@ \$	=
------	---

_____ @ \$ _____ = _____

TOTAL PRIZES PAID \$ _____

VALUE OF UNSOLD TICKETS \$ _____

Signature in ink of person auditing closed game

Date of audit _____

Keep the LG861 with the closed game or with your organization's records for at least 3-1/2 years after the date the game was removed from play.

Page 1 of 2

- ## Game Information

Daily Game Bank Audit

Complete in ink

EXAMPLE

Signature in ink of person preparing/making deposit.	<i>John Manager</i>
Date	10/11/12

LG861 (continued)

Audit of Closed Game				
# of winning tickets		Winning prize amount	=	Total amount paid
164	@ \$	2.00	=	\$ 328
11	@ \$	4.00	=	\$ 44
1	@ \$	25.00	=	\$ 25
1	@ \$	54.00	=	\$54
1	@ \$	58.00	=	\$58
3	@ \$	100.00	=	\$300
3	@ \$	102.00	=	\$306
1	@ \$	104.00	=	\$104
3	@ \$	106.00	=	\$318
2	@ \$	127.00	=	\$254
1	@ \$	150.00	=	\$150
1	@ \$	175.00	=	\$175
2	@ \$	200.00	=	\$400
	@ \$		=	
	@ \$		=	
	@ \$		=	
	@ \$		=	
	@ \$		=	
	@ \$		=	
	@ \$		=	
	@ \$		=	
	@ \$		=	
TOTAL PRIZES PAID			\$	2,516
VALUE OF UNSOLD TICKETS			\$	53
Signature in ink of person auditing closed game				
I. M. Countin				
Date of audit 10-14-12				

Common Questions: Form LG861

Modifying the LG861

My organization weighs the unsold tickets for the pull-tab games in play after each shift to determine how many tickets were sold. We also count the redeemed winning tickets and the cash. From this we can tell whether the pull-tab seller was short during that shift. May we make our own form that includes columns for this information along with all of the information required by the LG861 and use it instead of the Gambling Control Board's form?

Yes. Be sure to include on your form space for all of the signatures and other information required by the Board's LG861 form.

Tracking payout percentages

Because we audit our pull-tab games after each shift, we're able to calculate the average payout percentages for each of our pull-tab sellers. We found that one of our sellers consistently averages a 15% higher payout percentage than our other sellers. Are the players that buy during her shift just exceptionally lucky?

Maybe. But it could also be that the seller is manipulating the operation of your games to obtain higher payouts for "select" customers or that the seller is buying games out when they are especially profitable. For example, rather than close a game that has \$1,000 in prizes left but only \$800 in unsold tickets, the seller might inform a friend of the situation and sell the game out instead. Or, the seller might quickly put new games into play rather than allow players to buy from games for which the odds are not in the players favor.

Shortages 0% - why is the LG861 required

We conduct pull-tabs at a bar-op and the lessor reimburses us for all cash shortages. Why do we need to complete the game tracking portion of the LG861?

The LG861 helps to identify temporary theft. Occasionally we find situations in which a bar owner "borrows" money from the pull-tab cash drawers and then pays back only the amount needed to cover the deposit for the most recent closed game. This temporary theft often turns into a significant theft before it is discovered. Requiring the sellers to record the amount of cash in each pull-tab drawer on a daily basis can minimize this type of theft.

Completion of LG861 by lessor and bartenders

We have no control over the lessor and bartenders who sell pull-tabs at our site because they aren't our employees. We can't get the lessor to complete any forms. They say that they don't have time to do them. What can we do?

First, by law any person, paid or not, who sells pull-tabs for your organization is acting as an agent/employee for your organization. That makes your organization their boss--at least as far as selling pull-tabs is concerned--and your organization has every right to insist that the required forms are properly completed.

Ultimately your organization is responsible for ensuring completion of the required forms. Because missing or incomplete game tracking records can result in citations, fines, or other sanctions, it may be better for your organization to discontinue gambling at a premises where employees refuse to do the required paperwork.

Common Questions: Form LG861 (continued)

Information from prize receipts

The information contained on the LG861 may be obtained from prize receipts or the Schedule B2. Why do we have to complete the LG861?

The LG861 gives you information at a glance on a daily basis, not when it is too late to detect a potential theft. Insurance companies are more likely to pay on a claim if your organization keeps carefully documented records on its assets.

Breakdown of tickets

Why do we have to do a breakdown of redeemed tickets for our game audit and have someone sign for it? We just lump all the winners together and do the count.

Doing a game audit with a breakdown of the winning tickets is more accurate, makes it easier to detect errors in the audit, and can prevent theft. This method is also used by the Gambling Control Board, by accountants when doing a required audit, and by Revenue. Having the person verify the audit with their signature makes them accountable to your organization.

LG861 not filled out completely

We play a large number of games each month. What happens if the LG861 is not filled out completely for a few games and it is noted in our compliance review? Human errors do occur.

Your organization will be advised to take corrective action within 60 days as is the normal process in a compliance review. Repeat violations could result in a citation or CRG referral.

Storing the LG861

Where do we keep the completed LG861?

Keep the completed form with your organization's records or with the closed game.

Other Pull-tab Games

Cumulative pull-tab game

What is it?	A "cumulative pull-tab game" is played with two or more deals with the same form number but containing a unique serial number for each deal. A portion of each deal's predetermined prize payout is designated to a cumulative prize pool. The game is packaged as a cumulative game by the manufacturer.
What are the conduct requirements?	<p>In addition to general requirements and restrictions for the conduct of a pull-tab game, the following apply to the conduct of a cumulative pull-tab game.</p> <ul style="list-style-type: none"> • The game may only be played with deals having the same form number from the same family and manufacturer. • The organization may have more than one deal in play at the same time but may not commingle deals. • The prize pool board must be posted until the game is completed or discontinued. • When a seal winner is determined for a deal, the seller must open or uncover the seal on the prize pool board and award the prize. • The winning ticket and the winning seal tab, if any, from the flare must be stapled to the prize receipt form.

Multiple seal pull-tab game

What is it?	A "multiple seal pull-tab game" is a single pull-tab deal in which select tickets are redeemed by players for a predetermined prize amount under a seal number matching the ticket presented by the player.
What are the conduct requirements?	<p>In addition to the general requirements and restrictions for the operation of a pull-tab game, the following apply to the conduct of a multiple seal pull-tab game.</p> <ul style="list-style-type: none"> • When a ticket with a seal number is presented to a seller, the seller must open or uncover the seal (on the flare) as designated on the ticket and award the prize. • The winning ticket must be defaced and stapled to the prize receipt form with the winning seal tab. If the flare has a latex-type seal (scratch off), then there is no seal tab to be attached to the prize receipt. • When the game is closed, all unclaimed and unsold seals must remain sealed or covered.

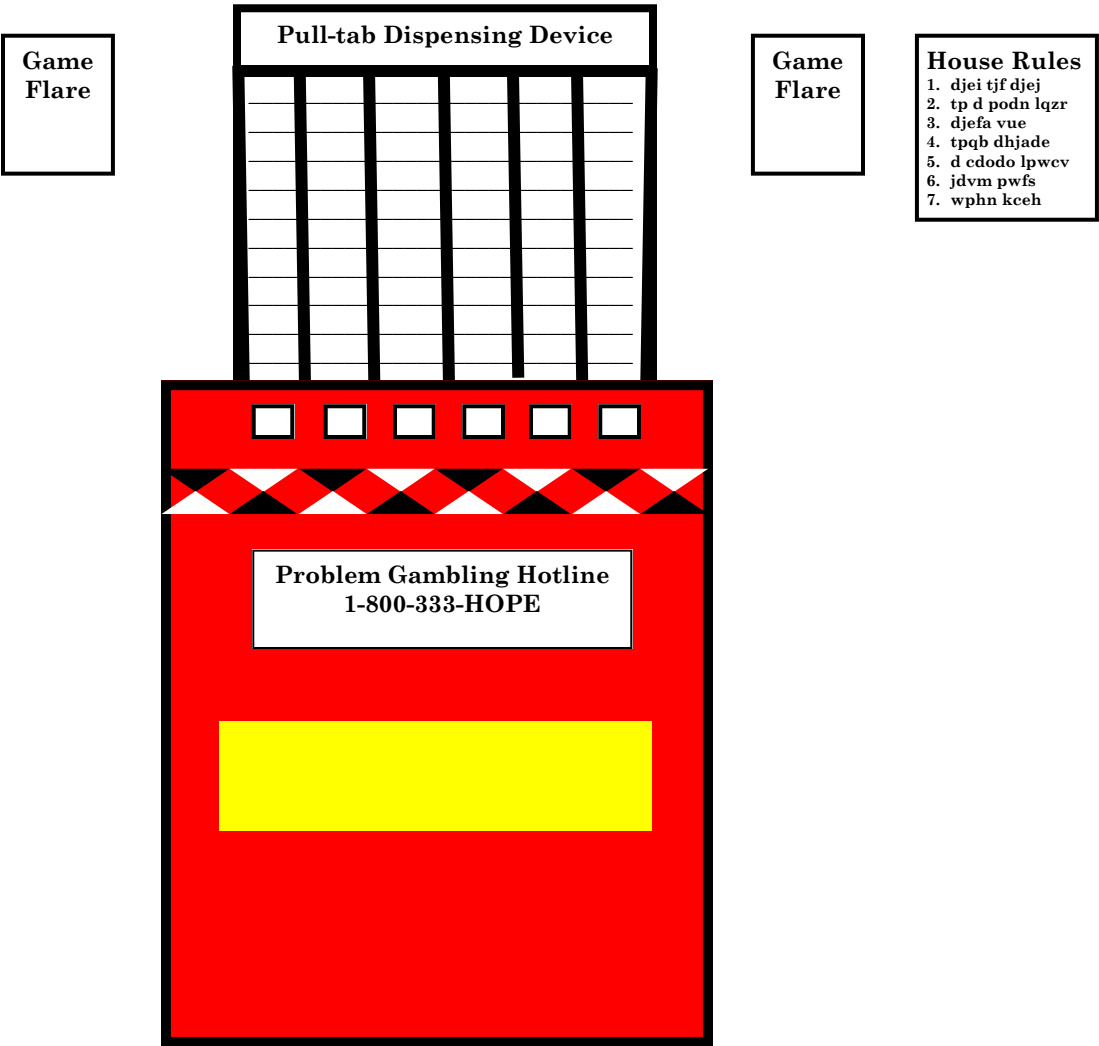
Other Pull-tab Games	
Progressive pull-tab game	
What is it?	<p>A "progressive pull-tab game" is a game that has a portion of its predetermined prize payout designated to one progressive jackpot prize, the jackpot prize increases from one deal to the next until the jackpot prize is won or the predetermined jackpot amount printed on the flare by the manufacturer is reached.</p> <p>For information on the conduct of this game, refer to Minnesota Rules 7861.0280, Subpart 6, Operation of Progressive Pull-tab Game. Or, contact your compliance specialist at the Gambling Control Board.</p>
Pull-tab event game	
What is it?	<p>An "event game" is a single pull-tab game in which certain prizes are determined by:</p> <ul style="list-style-type: none"> • selecting a bingo number during a bingo game, • opening or uncovering a seal on the flare, • the spin of a paddlewheel, or • another alternative method approved by the Gambling Control Board. <p>The game may not be based on the outcome of athletic or sporting events. The manufacturer will include the method of selecting the winning ticket with the packaging of each game.</p>
When may they be conducted?	<p>Pull-tab event games, which usually contain a small number of tickets, may be conducted as part of your regular pull-tab operations. Some organizations conduct a pull-tab event game during a bar bingo occasion. A special license or permit is not required.</p>
What are the conduct requirements?	<p>The general requirements and restrictions for the conduct of a pull-tab game apply to a pull-tab event game along with the following:</p> <ul style="list-style-type: none"> • The method of selecting the winning ticket(s) is provided on the flare. If the manufacturer provides on the flare more than one method of selecting the winning ticket(s), the organization must determine the method to be used and record that method on the flare prior to making the game available for play. • The organization must prominently post the flare prior to the sale of any tickets. • A player with a potential winning (hold) ticket is not required to be in attendance to win and must be given a receipt by the seller for notification purposes if the ticket is selected as a winner. • If the hold ticket is selected as a winning ticket, the organization must notify the player within two business days of selecting the winning ticket. • The defaced winning ticket must be stapled to the prize receipt form with the winning seal tab. If the flare has a latex-type seal (scratch off), then there is no seal tab to be attached to the prize receipt.
Reporting a closed game	<p>Regardless of how the winner is determined (selecting a bingo number, opening a seal, or spinning a paddlewheel), a pull-tab event game is reported as a pull-tab game on the Schedule B2.</p>

Pull-tab Dispensing Devices

Pull-tabs may be dispensed from machines or mechanical devices called pull-tab dispensing devices. These devices must be purchased or leased from a distributor licensed by the Gambling Control Board. The use of a pull-tab dispensing device is optional.

The conduct of a pull-tab game using a pull-tab dispensing device is essentially the same as when pull-tabs are sold from a pull-tab receptacle, except that gambling employees do not dispense (sell) the pull-tab tickets. However, additional restrictions do exist.

The next several pages cover the restrictions and requirements when using a pull-tab dispensing device.



Using a Pull-tab Dispensing Device	
Purchasing or leasing a dispensing device	
Pull-tab dispensing devices may only be purchased or leased from a licensed distributor. Keep a copy of the lease or sales agreement at the premises and in the organization's records.	
Location of pull-tab dispensing devices	
<p>An organization may install and use dispensing devices if the permitted premises:</p> <ul style="list-style-type: none"> • has a valid license for on-sale of intoxicating liquor or 3.2 percent malt beverages, or • has a valid license for the off-sale of intoxicating liquor, excluding drugstores and general food stores licensed under Minnesota Statute 340A.405, subdivision 1 (may not be a convenience store), or • is where bingo is conducted and admission restricted to persons 18 years or older. <p>No more than three devices may be installed at any permitted premises by all organizations conducting pull-tabs at the site.</p> <p>Pull-tab dispensing device(s):</p> <ul style="list-style-type: none"> • must be in full view of an organization employee, and • may not be located in a hallway or restroom. <p>SUGGESTION: Make sure the dispensing device is well lighted and easily seen by customers.</p>	
Putting a pull-tab game into play	
Placing deal into device	<p>Randomly place the entire deal of pull-tabs into one or more columns of the dispensing device at the same time. If tickets were placed into two or more columns and tickets remain in only one column, the tickets may continue to be sold without further splitting into multiple columns.</p> <p>Games with a "last sale prize" or "free plays" may not be sold from a pull-tab dispensing device.</p>
Cash banks	<ul style="list-style-type: none"> • A cash bank is needed for prize payouts. The lessor may provide the cash bank. • Separate cash banks for each game in play are not required for dispensing devices.
Posting information	<ul style="list-style-type: none"> • Be sure the flare is affixed to the dispensing device or posted near it in a manner that allows the flare to be clearly identified with the deal in play. • House rules must be posted near the dispensing device. • Post the problem gambling helpline number on the front of each dispensing device. • Posting of winning prizes is optional.
Players	Only persons 18 and over may participate as a player.

Using a Pull-tab Dispensing Device (continued)

Access

Complete the LG282 Pull-Tab Dispensing Device Access Log each time anyone enters the dispensing device.

- Record the date and purpose of entry.
- If any cash is removed, then all of the cash must be removed.
- Keep the current access log inside the dispensing device.
- Keep the completed access logs for at least 3-1/2 years.

The dispensing device must be inoperable (turned off) whenever an employee is not present to redeem a winning pull-tab. Be sure the lessor prohibits people from tampering with the dispensing device.

Security - Case Studies

If a pull-tab dispensing device is used, it is suggested that the cash be removed from the devices on a frequent basis. In several burglaries, the doors on the devices were pried open and the cash removed.

In another case, security cameras and an alarm system were in place. But, since the perpetrators were wearing masks and dark clothing, they were unidentifiable on the camera system. The perpetrators were in and out of the sites in less than four minutes and managed to break into two safes in separate areas of the premises.

No matter how good security is, a fund loss can still occur. So, what can an organization do to keep losses to a minimum? Keep less money at the site, check the security of the organization's assets, remind sellers to take extra precautions in what they tell customers or allow customers to see. For example, don't let customers see full cash drawers or tell customers that the money won't be picked up for a few days. Change the routine. Don't always pick up money and go to the bank at the same time or day of the week. Be aware of personal safety. When possible, be escorted to the bank by local law enforcement officials.

Keys



Organizations are responsible for all keys to the dispensing device.

- The exterior door and interior compartments (for example, pull-tabs, cash, electronics) may have up to four keys.
- Use the LG281 Key Log so that persons who currently have possession of the dispensing device keys can be identified.
- If a key is lost or stolen, do not make duplicate keys. The distributor or manufacturer must replace the lock to that compartment.
- Keys to the cash compartment must not be assigned to the lessor or lessor's employees unless:
 - the device has a separate locked cash box within the cash compartment,
 - and**
 - the lessor or lessor's employees need the key to remove and secure the cash box at the close of business for the day.
- Keys to the cash box may not be assigned to a lessor or lessor's employees.

Storage of unplayed or played games

Unplayed or played pull-tab games may not be stored inside a dispensing device. However, games may be stored in the bottom of a pull-tab dispensing device stand.

Using a Pull-tab Dispensing Device (continued)

Malfunctions

One game	If the dispensing device contains only one game and more than one column is used, the pull-tab dispensing device must become inoperable when a malfunction occurs in one of the columns. The game may resume when the malfunction has been cleared.
More than one game	If the dispensing device contains more than one game and a malfunction occurs in a column, then all columns containing pull-tabs for that one game must become inoperable until the malfunction has been cleared.
Cash shortages	See <i>Cash shortages</i> below.
Policies	Establish policies that state how malfunctions are handled. All employees should understand the policy so they can explain to a player how they will receive their tickets or reimbursement if the machine doesn't dispense the correct amount of tickets.

Cash shortages

An organization and the lessor are both responsible for cash shortages relating to a pull-tab dispensing device, according to the following.

- If the shortages are in the cash bank used to redeem winning tickets, then the lessor is responsible.
- If the shortages are caused by malfunctions of the machine (when the cash in the machine does not match the number of tickets dispensed), then the organization is responsible.

Fund loss

If a fund loss is discovered, notify local law enforcement within 24 hours of the discovery, otherwise the Gambling Control Board will not consider the fund loss.

Refer to the *Internal Operations and Oversight* chapter for instructions.

Using a Pull-tab Dispensing Device (continued)

Maintaining pull-tab dispensing device

To prevent potential dispensing problems, be sure that any maintenance is performed by the distributor, manufacturer, or your organization.

If the pull-tab dispensing device dispenses too many tickets or jams, contact the distributor to make an adjustment to the pull-tab dispensing device.

In the event of a catastrophic failure, prior Gambling Control Board approval is needed to clear the microchip or meters. Contact the Gambling Control Board at 651-639-4000 and ask to speak to an investigator.

Optional - commingled games in dispensing devices (requirements)

Putting commingled games into play

Games with the same name, form number, price per ticket, prizes, and ticket count can be physically commingled in the same columns. All flares for games in the dispensing devices must be posted. NOTE: Cumulative pull-tab games may not be commingled.

A commingled deal is when two or more deals of pull-tabs are combined and sold from a pull-tab dispensing device. Using commingled deals of pull-tabs is not required.

Organizations must clearly identify any commingled games and post flares for each deal in a commingled game. The manufacturer's serial and part numbers and bar code must be affixed to each flare. The commingled pull-tab deals must be identical to:

1. type of game, ticket, color, form number, and number of pull-tabs per game,
2. amount and denomination of prizes, and
3. price per pull-tab ticket.

Audit games at month-end

At the end of each month, all commingled games in play must be audited. This is done for the purpose of closing out games that are sold out, removing flares, and reporting the sold out games on the Schedule B2.

1. To conduct the audit, remove the commingled deals from play and separate each game (tickets) by serial number.
2. Games which do not have any remaining pull-tab tickets must be reported as a closed game on the Schedule B2 in the same month's tax return. Keep the flare, prize receipts, and all winning and defective tickets from the closed game for at least 3-1/2 years.
3. The remainder of the commingled deals may be returned to play once the month-end audit is completed.

The Board may prohibit an organization from commingling deals if the organization cannot account for the actual cash profit from each commingled deal.

Using a Pull-tab Dispensing Device (continued)

Required forms to use

The following forms are required:

- LG281 Key Log
- LG282 Pull-Tab Dispensing Device Access Log
- LG286 Pull-Tab Dispensing Device Game Receipts Tracking (instead of the LG861)
- LG287 Pull-Tab Dispensing Device Cash Bank Reconciliation



Organization name _____

Site name _____ License/premises permit number _____

<p>Keys for pull-tab dispensing devices may not be shared. Each key may only be assigned to one organization employee.</p> <p>Key Number 1 will have access to: ___cash ___tickets ___front door</p> <p>Key Number 2 will have access to: ___cash ___tickets ___front door</p> <p>Key Number 3 will have access to: ___cash ___tickets ___front door</p> <p>Key Number 4 will have access to: ___cash ___tickets ___front door</p>	<p>Keys to the cash compartment must not be assigned to the lessor or any employees of the lessor UNLESS:</p> <ol style="list-style-type: none"> 1. the device has a separate locked cash box within the cash compartment AND 2. the key is needed to remove and secure the cash box at the close of business for the day.
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[illegible]

[illegible]

Keep this form with the closed game or with your organization's records for at least 3-1/2 years following the end of the month in which the game was played and reported as a played game on the tax return.

Page 2 of 2

Date of audit _____

Keep the LG286 with the closed game or with the organization's records for at least 3-1/2 years after the date the game was removed from play.

This information is required as part of the site inventory.
Exception: This form is not required if the bar owner (lessor) provides the cash bank.

Organization	Site name	License number
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- The reconciliation is done each day before the machine is turned on and after the machine is turned off.
- When adding cash to the cash bank, use a separate line to record the amount in column B, and write in "replenish cash bank" and your initials.

A	B	C	D	E	F	G	H	I
Date	\$ cash in bank at beginning of day	Initials	Initials of all persons redeeming winning tickets	Total value of redeemed winning tickets	Column B minus Column E	\$ cash in bank at end of day	Initials	Cash long or <short> Col. F - Col. G

Keep this form with the closed game or with your organization's records for at least 3-1/2 years after the date the game was removed from play.

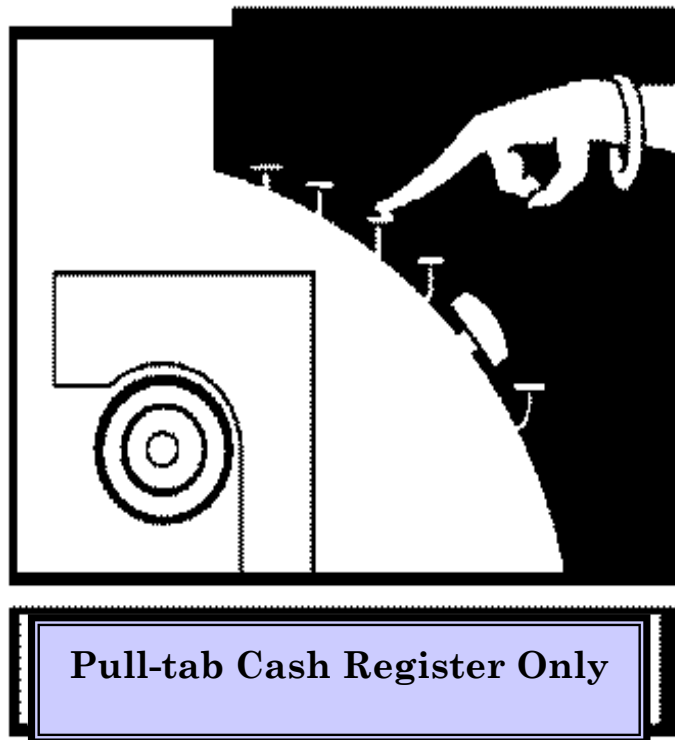
Keep this form with the closed game or with your organization's records for at least 3-1/2 years after the date the game was removed from play.

Cash Register

Cash registers may be used in the conduct of pull-tabs. They may be purchased from any source. The use of a cash register is optional.

The cash register used must meet standards established by Gambling Control Board rule. Pull-tab sellers must use the appropriate procedures and forms for documenting sales and reporting cash discrepancies.

The next several pages in this section cover the restrictions and requirements when using a cash register in the conduct of pull-tabs.



Using a Cash Register (continued)

Cash registers are not defined as gambling equipment, and their use is optional.

Cash register requirements



The cash register must:

- preserve all existing data whenever electrical power to the cash register is interrupted;
- have at least one keyed lock with a multiple function position capable of restricting access to accounting and auditing functions;
- have a switch/lock that allows the cash register to operate only when a unique identification code has been entered;
- create a paper or magnetic media duplicate transaction journal following each transaction;
- separately record all sales and prize payouts for each game in play;
- accept a game's serial number and ticket price; produce a printout of sales and prizes paid out for each game in play at any time; and
- print out a final game record and delete the game information from its transaction records after a game is closed.

This is a partial listing of cash register requirements. For complete information, refer to Minnesota Rules 7861.0280, Subparts 9 and 10.

Required security precautions

If a cash register is used, your organization must:

- use the cash register exclusively for lawful gambling,
- assign a unique identification code to each employee or volunteer authorized to sell and redeem pull-tabs, and
- have sole responsibility for all keys used to operate the cash register.

Sales information required

Before placing a deal into play, the following information must be entered into the cash register:

1. game's serial number of the game, and
2. the ticket price which must be identical to the ticket price on the flare.

For each sale of pull-tabs, the following must be recorded by the cash register:

- date of the sale,
- operator's unique identification code,
- serial number of the game,
- quantity of pull-tab tickets purchased, and
- ticket price.

A gambling employee or volunteer who sells pull-tab tickets must enter:

- the key on the register that corresponds to the game from which the pull-tab ticket is purchased,
- the number of pull-tab tickets purchased, and
- the dollar value of currency given by the player.

Using a Cash Register (continued)

Redeeming winning tickets - information required

For each redeemed winning pull-tab ticket, the employee or volunteer must record in the cash register:

- date of the prize payout,
- operator's unique identification code,
- serial number of the winning pull-tab, and
- amount of the prize payout.

The employee or volunteer also must:

- use the cash register key that corresponds to the game for that ticket,
- enter the prize payout amount, and
- complete a prize receipt form for any winning pull-tab ticket redeemed with a prize value of \$50 or more and any "last sale prize" awarded with a value of \$20 or more.

Playbacks - A customer may choose to receive a pull-tab ticket rather than cash in exchange for a winning pull-tab ticket. The transaction must be recorded as both a redeemed pull-tab and a pull-tab sale, so that all transactions are accurately accounted for when using a cash register.

End of shift cash count

At the end of each work period, verify the cash in the cash register using the LG283 Cash Register Cash Count Report.

If the cash amount does not reconcile to the cash register totals for each game in play, a LG284 Cash Register Discrepancy Report must be completed. Review these forms periodically to look for a pattern of fund losses.

Month-end audit and reconciliation required

On the last day of each month an audit of all pull-tab games in play must be completed. Reconcile the results to the cash register bank. Record the information on the LG285 Cash Register Monthly Reconciliation Report.

- Determine the net receipts for the games in play based on a count of the unsold and redeemed winning tickets.
- Compare the net receipts to the cash in the drawer. If the comparison shows a cash variance, apply the cash long or short to the last game closed for the month on the Schedule B2. Attach a copy of the Schedule B2 to the LG285.

Keep cash register forms

To verify cash and reconcile games in play when using a cash register, use the forms included in this section. These forms do not have to be sent to the Gambling Control Board or the Department of Revenue. However, an organization must keep these completed forms for at least 3-1/2 years.

LG283 Cash Register Cash Count Report

This information is required as part of the site inventory and must be completed at the end of each shift.

Organization _____

Site name _____ License/premises permit number _____

Name of pull-tab seller counting cash _____ Pull-tab seller's ID code _____

Date and time cash counted _____ a.m./p.m.

Cash Count**1. Closing drawer cash count**

Coin _____

\$1 _____

\$5 _____

\$10 _____

\$20 _____

\$50 _____

\$100 _____

TOTAL \$ _____

Enter total of all cash on line 2

2. Total closing cash \$ _____

3. Opening cash..... \$ _____

4. Net cash (line 2 minus line 3) \$ _____ (record net cash on line 8)

5. Total gross receipts (from cash register tape)..... \$ _____

6. Total prizes paid out (from cash register tape) ...\$ _____

7. Net receipts (line 5 minus line 6) \$ _____

8. Net cash (amount from line 4)..... \$ _____

9. Cash long/short \$ _____ *

* If Lines 7 and 8 do not match, record the cash discrepancy on line 9 and complete a LG284 Cash Register Discrepancy Report.

Signature

I affirm that the information in this report is correct.

Signature of pull-tab seller

Date

LG283 (continued)**Lines 1 and 2**

Count cash in cash drawer. Record currency and coin denominations on the appropriate lines.
Record the total closing cash on line 2.

Line 3

Record the opening cash amount on Line 3. The opening cash amount should be the same as the closing cash amount, line 2, from the prior work period unless a bank deposit has been made in the interim.

Line 4

Subtract the opening cash amount (line 3) from the closing cash amount (line 2) to obtain net cash and record this amount on line 4 and line 8.

Lines 5 through 7

From cash register tapes for the work period, record the total gross receipts on line 5 and total prizes paid out on line 6.

Subtract Line 6 from line 5 and record this amount on Line 7 (net receipts).

Lines 7 through 9

Compare net receipts (line 7) to net cash (line 8) and record the discrepancy, if any, as a cash long or cash short on Line 9.

If a discrepancy is shown on line 9, the closing pull-tab operator must also complete the LG284 Cash Register Cash Discrepancy Report.

The pull-tab seller must sign and date the form verifying that the recorded information is correct.

Audit of Closed Game

# of winning tickets	Winning prize amount	Total amount paid
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____
_____ @ \$ _____	=	_____

TOTAL PRIZES PAID \$ _____

VALUE OF UNSOLD TICKETS \$ _____

Signature in ink of person auditing closed game

Date of audit _____

Keep this form with the closed game or with your organization's records for at least 3-1/2 years after the date the game was removed from play.

As part of the site inventory, this information is required for all pull-tab games when using a cash register.

Name of closing pull-tab seller _____ Pull-tab seller's ID code _____

[illegible]

Explain any discrepancies noted above:

Serial number of game(s) in which the error was made, if known:

Pull-Tab Seller Signature Date

LG284 (continued)

- As part of the site inventory, this information is required for all pull-tab games when using a cash register.
- The LG284 must be completed by the pull-tab seller if line 9 of the LG283 Cash Register Cash Count Report shows a cash discrepancy.

Columns 1- 10

For each game in play during the shift, record:

- Column 1** - Game name
- Column 2** - Game serial number
- Column 3** - Cost per ticket
- Column 4** - Total tickets in game
- Column 5** - Unsold ticket count from tape
- Column 6** - Actual counted unsold tickets
- Column 7** - Discrepancy for tickets - if there is a difference between the number of unsold tickets on the tape and the actual counted unsold tickets
- Column 8** - Prizes awarded per cash register tape
- Column 9** - Prizes paid out - count redeemed tickets
- Column 10** - Prize discrepancy

Explanation of Cash Register Long/Short (Discrepancy)

- Explain the reason for cash discrepancy and prize discrepancy, if any.
- List the serial number of the game(s) in which the error was made, if known.

Signature

The pull-tab seller must sign the form to verify that the information is correct.

Keep this form for at least 3-1/2 years as part of the organization's records.

LG285 Cash Register Monthly Reconciliation Report

Organization name _____	License/premises permit number _____
Site name _____	Month and year _____

Games in Play at the End of the Month (use additional forms if necessary)

Column A	Column B	Column C	Column D	Column E	Column F	Column G
Game name	Serial number	Ideal gross receipts	Total value of unsold tickets	Actual gross receipts to date	Total value prizes paid	Net receipts
Totals						

Reconciliation of Cash Bank

1. Total in cash drawer1. \$ _____
2. Starting cash bank2. \$ _____
3. Cash in hand. Subtract line 2 from line 13. \$ _____
4. Total net receipts (total of column G)4. \$ _____
5. Cash long or short. Subtract line 4 from line 3.....5. \$ _____
6. Original cash in hand amount for last game closed in month6. \$ _____
7. Adjusted cash in hand amount for last game closed in month7. \$ _____
Add lines 5 and 6. Enter the amount on line 7.

Serial number of last game closed in the month _____

Preparer signature _____ Date _____

LG285 (continued)

As part of the site inventory, complete a separate LG285 for each premises at which a cash register for pull-tabs is used.

Complete the LG285 on the last day of the month. Include all pull-tab games still in play at the end of this month.

- Count the winning and unsold tickets for each of the games in play.
- Based on these amounts, calculate the actual net receipts as of the last day of the month for the games in play.
- Determine the cash in hand for the games in play.
- Apply the cash long or short found (if any) to the last game actually closed in that month.

GAMES IN PLAY AT THE END OF THE MONTH Column A

Enter the name of each game in play on the last day of the month.

Column B

Enter the serial number printed on the bar code label. The game serial number will consist of eight characters or less. The characters will be numbers or letters or a combination of both.

Column C

From the flare or the distributor's invoice, enter the ideal gross receipts for each game (the amount of money that would be taken in if all tickets in the deal were sold).

Column D

For each game in play at the end of the month, enter the total dollar value of all tickets not yet sold. These figures must be based on the actual physical count of unsold tickets.

Column E

Subtract the amount in column D from the amount in column C and enter the figure in column E. This is the value of the tickets that were sold from the games as of the last day of the month.

Column F

Enter the total value of prizes paid out for each game. This figure must be based on a count of the winning pull-tab tickets redeemed for each game as of the last day of the month.

Column G

Subtract column F from column E and enter this amount in column G. This is the net receipts for the games in play.

Totals

Total the amounts in columns C, D, E, F, and G and enter the totals for each column.

The total of columns D and E should equal the total amount of column C.

The total of columns F and G should equal the total of column E.

RECONCILIATION OF CASH BANK

Line 1

Count all of the cash in the cash drawer of the cash register and enter the total.

Line 2

Enter the amount of your starting cash bank.

Line 3

Subtract the amount on line 2 from the amount on line 1, and enter this figure on line 3. This is your "cash in hand" for the games in play.

Line 4

Enter the total net receipts for the games in play (total of column G).

Line 5

Subtract the amount on line 4 from the amount on line 3, and enter this figure on line 5.

- If the amount is negative, you are cash short.
- If the amount is positive, you are cash long.

Line 6

Select the last game closed at the premises for which the cash in hand is greater than any cash short amount entered on line 5. Enter the selected game's "cash in hand" amount on line 6.

LG285 (continued)**Line 7**

Add the amount on line 5 to the amount on line 6, and enter this figure on line 7. This is the adjusted cash in hand amount for the last game closed in the month, and is reported on the Schedule B2, column K, for this game.

Serial Number

Enter the serial number of the last game of the month.

Preparer's Signature

Enter the date prepared and sign the report.

Adjust the Cash Drawer

If the cash for the last game closed in the month has not yet been deposited and:

- if line 7 is greater than line 6, take the amount on line 5 from the cash drawer and add it to the deposit for the last game closed for the month.
- if line 7 is less than line 6, take an amount of cash equal to the amount on line 5 from the cash in hand for the last game closed for the month and put it in the cash drawer.

If the cash for the last game closed for the month has already been deposited and:

- if line 7 is greater than line 6, take the amount on line 5 from the cash drawer and deposit it.
- On the deposit slip write the game name, serial number, and manufacturer part number of the last game closed for the month and note that it was the result of an adjustment made to the cash register cash drawer amount.
- if line 7 is less than line 6, write a check to cash for the amount on line 5, and place the cash in the cash register cash drawer.
- On the check, note the game name and serial number of the last game closed for the month and that the money was used to replenish the cash register cash drawer.

Keep the Form

Do not send the form to the Department of Revenue or the Gambling Control Board.

Keep this form for at least 3-1/2 years as part of the organization's records.

Records and Reports

Required forms to use



Complete and keep the following required forms:

- LG844 Perpetual Inventory/Pull-Tabs, Tipboards, and/or Paddletickets
- LG847 Current Site Inventory List
- LG846 Physical Inventory/Pull-Tabs, Tipboards, and/or Paddletickets Monthly Report
- LG861 Site Control/Tracking and Auditing of Pull-Tab Game

Other forms

- LG281 Key Log (pull-tab dispensing devices)
- LG282 Pull-tab Dispensing Device Access Log
- LG286 Pull-tab Dispensing Device Game Receipts Tracking
- LG287 Pull-tab Dispensing Device Cash Bank Reconciliation
- LG283 Cash Register Cash Count Report
- LG284 Cash Register Discrepancy Report
- LG285 Cash Register Monthly Reconciliation Report

Report to Revenue

Each month an organization must submit a Schedule B2 along with the G1 Lawful Gambling Monthly Tax Return to the Department of Revenue, reporting the receipts from all closed pull-tab games.

Forms and instructions are available from the Department of Revenue at 651-297-1772.

Keep your games and records

Keep all winning, unsold (unopened), and defective pull-tab tickets, and records for at least 3-1/2 years after the month in which the game was reported as closed on the Schedule B2.

Do not open any unsold or defective pull-tabs.

Records and Reports: Defective Games

Report defective game as played game on B2

Report the defective game as a played game on a separate Schedule B2. Attach an explanation of the game defect. If the defect was extra winners, list the actual prizes awarded including any "extra" prizes, even though the amount paid exceeds the ideal prizes for the game.

Reporting credits or refunds on the G1

Refunds are reported as follows:

Credit invoice (memo) from distributor

- Cost and sales tax for returned games: Include the amount as a negative amount on the G1, line 20 (net credit against purchases for the month).
- Distributor tax: Include the amount as a negative amount on line 17 of the G1 (net credit against any distributor tax paid during the month).

Refund check from distributor or manufacturer

If a refund check is received from a distributor or manufacturer, contact Revenue at 651-297-1772 or email at lawfulgambling.taxes@state.mn.us for reporting instructions.

Questions?

Refer to the Minnesota Lawful Gambling Tax Forms and Instructions, or contact the Lawful Gambling Tax Unit, Department of Revenue at 651-297-1772 or email at lawfulgambling.taxes@state.mn.us.

Reporting Closed Games With Negative Net Receipts (Games with a Loss)

This section outlines the correct way to report a game with negative net receipts and how to replenish the starting cash bank.



Reporting Negative Net Receipts (continued)

The question is often asked, *"How do we report and replenish the starting cash for games that have negative net receipts?"*

Negative net receipts means that more money has been paid out in prizes than was received from the sale of tickets (gross receipts). Your organization may decide to pull the game, even though it has a loss, because players no longer want to buy tickets from that game.

Negative net receipts

Example

A game is removed from play with unsold tickets remaining.

\$ 2,000	Ideal gross receipts (if all tickets were sold)
<u>- 500</u>	Unsold tickets
\$ 1,500	Actual gross receipts

Audit the game and count all the redeemed winning tickets.

\$ 1,700	Actual value of prizes paid (total value)
----------	---

In this case, the organization awarded more for prizes than what it made in gross receipts, resulting in negative net receipts.

\$ 1,500	Actual gross receipts
<u>- 1,700</u>	Actual value of prizes paid
(\$200)	Negative net receipts

Report (\$200) under "Net receipts" - column J on Schedule B2.

Negative cash in hand

Example

A game is begun with a \$300 starting cash bank. When the game is removed from play only \$50 remains in the cash drawer.

\$ 50	Actual cash left in drawer
<u>- 300</u>	Starting cash bank
(\$ 250)	Negative cash in hand

Report (\$250) under "Cash in hand" - column K on Schedule B2.

Computing cash long/short

Example

The difference between net receipts and cash in hand is the amount reported as cash long or cash short.

(\$ 250)	Cash in hand
<u>- (200)</u>	Net receipts
(\$50)	Cash short

The organization has \$50 less (cash in hand) than it should have had, based on the count of the tickets (net receipts)—so it is \$50 cash short.

Report (\$50) under "Cash long/(short)" - column L on Schedule B2.

The following pages contain examples of games with negative net receipts and show how these games should be reported.

Reporting Negative Net Receipts (continued)

Example 1: No cash long or short

The following amounts apply to this example:

\$2,800 = Ideal gross receipts
 \$2,240 = Ideal prizes
 \$1,094 = Total value of unsold tickets
 \$1,706 = Gross receipts (ideal gross minus
 total unsold)
 \$2,068 = Total value of prizes paid

- A pull-tab deal, manufacturer ID XZ, part number 456-AB, serial #178327, was put into play
- The starting game cash bank is \$500.
- The deal is removed from play with \$138 total cash remaining in the cash drawer.

1. To determine the amount of cash in hand, subtract the starting cash bank amount from the cash remaining at the end of the game.

\$ 138 cash remaining at end of game
 - 500 starting cash bank
 \$(362) cash in hand

2. Report a negative (\$362) in column K on the Schedule B2.

3. To determine the cash long or short, if any, subtract the net receipts (column J) from the cash in hand (column K).

\$ (362) cash in hand
 - (362) net receipts
 \$ 0 no cash long or short

4. Report the game on Schedule B2 as follows:

E	F	G	H	I	J	K	L
Ideal gross receipts	Ideal prizes	Value of unsold tickets	Gross receipts [E minus G]	Value of prizes paid	Net receipts [H minus I]	Cash in hand	Cash long/(short) [K minus J]
2,800	2,240	1,094	1,706	2,068	(362)	(362)	0

5. To replenish the starting cash bank to \$500 for the next game, write a \$362 check from the gambling account. In the memo field, write "Replenish game bank" and the game's serial number.

Oxbow Lions Gambling Account		4170
		August 28, 2012
Pay to the order of	<u>Cash/Game Bank</u>	<u>\$362.00</u>
Three Hundred Sixty-two and no/100		Dollars
replenish game bank		<u>George Manager</u>
Memo serial #178327	<u>Morgan Rothchild</u>	

Reporting Negative Net Receipts (continued)

Example 2: Cash long

The following amounts apply to this example:

\$2,800 = Ideal gross receipts
 \$2,240 = Ideal prizes
 \$1,094 = Total value of unsold tickets
 \$1,706 = Gross receipts (ideal gross minus total unsold)
 \$2,068 = Total value of prizes paid

- A pull-tab deal, manufacturer ID XZ, part number 456-AB, serial #178327, was put into play
- The starting game cash bank is \$500.
- The deal is removed from play with \$152 total cash remaining in the cash drawer.

1. To determine the amount of cash in hand, subtract the starting cash bank amount from the cash remaining at the end of the game.

\$ 152 cash remaining at end of game
 - 500 starting cash bank
 \$(348) cash in hand

2. Report a negative (\$348) in column K on the Schedule B2.

3. To determine the cash long or short, if any, subtract the net receipts (column J) from the cash in hand (column K).

\$ (348) cash in hand
 - (362) net receipts
 \$ 14 cash long

4. Report the game on Schedule B2 as follows:

E	F	G	H	I	J	K	L
Ideal gross receipts	Ideal prizes	Value of unsold tickets	Gross receipts [E minus G]	Value of prizes paid	Net receipts [H minus I]	Cash in hand	Cash long/(short) [K minus J]
2,800	2,240	1,094	1,706	2,068	(362)	(348)	14

5. To replenish the starting cash bank to \$500 for the next game, write a \$348 check from the gambling account. In the memo field, write "Replenish game bank" and the game's serial number.

Oxbow Lions Gambling Account		4170
		August 28, 2012
Pay to the order of	Cash/Game Bank	\$348.00
Three Hundred Forty-Eight and no/100		Dollars
replenish game bank		George Manager
Memo serial #178327	Morgan Rothchild	

Reporting Negative Net Receipts (continued)

Example 3: Cash short

The following amounts apply to this example:

\$2,800 = Ideal gross receipts
 \$2,240 = Ideal prizes
 \$1,094 = Total value of unsold tickets
 \$1,706 = Gross receipts (ideal gross minus total unsold)
 \$2,068 = Total value of prizes paid

- A pull-tab deal, manufacturer ID XZ, part number 456-AB, serial #178327, was put into play
- The starting game cash bank is \$500.
- The deal is removed from play with \$111 total cash remaining in the cash drawer.

1. To determine the amount of cash in hand, subtract the starting cash bank amount from the cash remaining at the end of the game.

\$ 111 cash remaining at end of game
 - 500 starting cash bank
 \$(389) cash in hand

2. Report a negative (\$389) in column K on the Schedule B2.

3. To determine the cash long or short, if any, subtract the net receipts (column J) from the cash in hand (column K).

\$ (389) cash in hand
 - (362) net receipts
 \$ (27) cash short

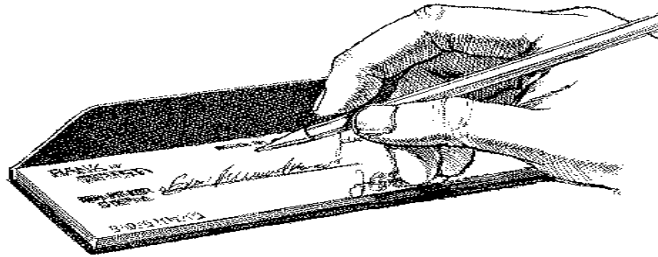
4. Report the game on Schedule B2 as follows:

E	F	G	H	I	J	K	L
Ideal gross receipts	Ideal prizes	Value of unsold tickets	Gross receipts [E minus G]	Value of prizes paid	Net receipts [H minus I]	Cash in hand	Cash long/(short) [K minus J]
2,800	2,240	1,094	1,706	2,068	(362)	(389)	(27)

5. To replenish the starting cash bank to \$500 for the next game, write a \$389 check from the gambling account. In the memo field, write "Replenish game bank" and the game's serial number.

Oxbow Lions Gambling Account		4170
		August 28, 2012
Pay to the order of	Cash/Game Bank	\$389.00
Three Hundred Eighty-Nine and no/100		Dollars
replenish game bank	George Manager	
Memo serial #178327	Morgan Rothchild	

Replenishing Cash Banks



Not reported on G1

Where on the G1 Lawful Gambling Monthly Tax Return do we list checks written to replenish starting cash banks?

Checks written to replenish starting cash banks are not reported on the G1 as expenditures. Replenishing cash banks is simply moving money from the checking account to the cash game bank.

Membership approval not required

Do checks written to replenish starting cash banks require prior membership approval?

No. Checks written to replenish starting cash banks are not considered expenditures. They are simply a conversion of an asset from one form (bank account) to another (starting cash bank at site).

Report on Schedule F

For a played game with a loss, how do we report the game bank that has not been replenished by the end of the month?

Report the amount of the loss not yet replenished on Schedule A, line 23b (unreimbursed starting cash banks).

Gambling record information

How should our gambling records show the checks that are written to replenish starting cash banks?

List the game serial number with the negative cash-in-hand on the memo section of the check and in the gambling check payments journal. The check can then be tracked to the game that lost money.

Site Inspections

This section contains the site inspection check lists used by Gambling Control Board staff for reviewing a pull-tab operation to determine if an organization is complying with statutes and rules.

Use the checklist as an internal check of your pull-tab operations.



LG853 Pull-tab Inspection Check List

Organization name		Premises name and location		License/premises permit number	
Inspected by		Date		Time a.m./p.m.	
Any items checked "no" indicate a violation of Minnesota gambling statutes or rules.					
Yes	No	Information Posted/Available	Yes	No	Putting Games Into Play
		1. The house rules sign is adequately lighted, legible, prominently posted, at least 11" x 17" and includes: ___ organization name, license & premises permit # ___ problem gambling helpline number ___ statement that illegal gambling is prohibited ___ policies governing conduct, including any restrictions in addition to those imposed by Minn. Stat 349.181 on who may not participate in lawful gambling at the site. [7861.0260, Subp. 2]			12. When a deal is put in play, the entire deal is randomly removed from the container and thoroughly mixed before offered for sale. [7861.0280, Subp. 3A]
		2. Copies of invoices for all gambling equipment at the premises are available. [349.18, Subd. 1a(a)]			13. The serial number on the flare matches the serial number on the tickets. [7861.0260, Subp. 7A(1)]
		3. A current site inventory list of gambling equipment is kept at the premises. [7861.0260, Subp. 1C(1)]			14. LG861 is completed for each game in play. [7861.0320, Subp. 18]
		4. A flare for each pull-tab game in play: ___ is attached or located in close proximity to the receptacle [7861.0280, Subp. 2A] ___ is entirely visible to players [7861.0280, Subp. 2B] ___ has not been altered or defaced, except to post progressive jackpot amount, or record method of selecting a winning ticket for a pull-tab event game. [7861.0280, Subp. 2C and Subp. 3B] ___ contains any "last sale" prize posted by the distributor [7861.0280, Subp. 2D]	Yes	No	Conduct
		5. If posting pull-tab winners, the posting is correct and matches completed prize receipts. [349.172, Subd. 2]			15. Checks are not accepted. [349.2127, Subd. 7]
Yes	No	Employees and Players			16. Credit play is not allowed. [7861.0260, Subp. 1B]
		6. Compensated employees publicly display their name when working. [349.168, Subd. 2]			17. Gambling is only conducted when the premises is open for the conduct of its regular business. [7861.0260, Subp. 1F] Regular hours _____
		7. Persons under 18 do not participate as a player in pull-tab games. [349.181, Subd. 1(a)(1)]			18. Gambling equipment is secured and kept separate from gambling equipment owned by other persons and organizations. [349.18, Subd. 1a(b)]
		8. Gambling employees or volunteers involved in the conduct of pull-tabs, tipboards, and paddle-wheels do not directly or indirectly purchase pull-tabs at this premises. [349.181, Subd. 3]			19. Separate cash banks are maintained for each deal in play, unless a cash register is used. [349.19, Subd. 10(b)]
		9. The lessor does not participate directly or indirectly as a player on the premises. [349.181, Subd. 4]			20. Deals are not commingled [7861.0280, Subp. 8]
		10. Gambling manager does not directly or indirectly participate as a player. [349.181, Subd. 2]			21. Each winning ticket has been immediately defaced when redeemed. [7861.0280, Subp. 3F]
		11. Members of the lessor's immediate family do not participate directly or indirectly as players in a pull-tab, tipboard, or paddlewheel games at the premises. [349.181, Subd. 5]	Yes	No	Cumulative Game
					22. Prize receipts are completed for winning tickets of \$50 or more or for a last sale prize. The winning ticket and the winning seal tab, if any, are stapled to the receipt. [7861.0260, Subp. 5A(3) and Subp. 5B]
					23. The prize pool board is posted. [7861.0280, Subp. 2F]
Comments:					
Organization representative/employee: I acknowledge that I received a copy of this report on behalf of the organization.					
Signature _____ Date _____ Print name _____ The information on this form was used to determine your compliance with Minnesota statutes and rules governing lawful gambling activities and will become public information.					

LG854 Pull-tab Dispensing Device Inspection Check List

Organization name		Premises name and location		License/premises permit number	
Inspected by		Date		Time a.m./p.m.	
Any items checked "no" indicate possible violation of Minnesota gambling statutes or rules.					

Yes	No	Information Posted/Available	Yes	No	Putting Games Into Play
		1. The house rules sign is adequately lighted, legible, prominently posted, at least 11" x 17" and includes: ___ organization name, license & premises permit # ___ problem gambling helpline number ___ statement that illegal gambling is prohibited ___ policies governing conduct, including any restrictions in addition to those imposed by Minn. Stat 349.181 on who may not participate in lawful gambling at the site. [7861.0260, Subp. 2]			12. Entire deal is randomly put into one or more columns. [7861.0280, Subp. 7H]
		2. Copies of invoices for all gambling equipment at the premises are available. [349.18, Subd. 1a(a)]			13. Serial number on flare and tickets match. [7861.0260, Subp. 7A(1)]
		3. A current site inventory list of gambling equipment is kept at the premises. [7861.0260, Subp. 1C(1)]	Yes	No	Conduct
		4. A flare for each pull-tab game in play: ___ is attached or located in close proximity to pull-tab dispensing device [7861.0280, Subp. 2A] ___ is entirely visible to players [7861.0280, Subp. 2B] ___ has not been altered or defaced [7861.0280, Subp. 2C and Subp. 3B]			14. Gambling is only conducted when the premises is open for the conduct of its regular business. [7861.0260, Subp. 1F] Regular hours _____
		5. If posting pull-tab winners, the posting is correct and matches completed prize receipts. [349.172, Subd. 2]			15. Gambling equipment is secured and kept separate from gambling equipment owned by other persons and organizations. [349.18, Subd. 1a(b)]
Yes	No	Employees and Players			16. If organization provides cash bank, cash equals amount provided minus value of redeemed tickets. [7861.0320, Subp. 1A(2) and (3)]
		6. Compensated employees publicly display their name when working. [349.168, Subd. 2]	Yes	No	Pull-tab Dispensing Device (PTDD)
		7. Persons under 18 do not participate as a player in pull-tab games. [349.181, Subd. 1(a)(1)]			17. Each winning ticket has been immediately defaced when redeemed. [7861.0280, Subp. 3F]
		8. Gambling employees or volunteers involved in the conduct of pull-tabs, tipboards, and paddle-wheels do not directly or indirectly purchase pull-tabs at this premises. [349.181, Subd. 3]			18. Prize receipts completed for winning tickets of \$50 or more. Winning ticket and any winning seal tab are stapled to prize receipt. [7861.0260, Subp. 5A(3); subp. 5B]
		9. The lessor and lessor's immediate family do not participate directly or indirectly as a player on the premises. [349.181, Subd. 4 and 5]			19. State registration stamp affixed. [349.162, Subd. 1; Subd. 4(b)]
		10. Gambling manager does not directly or indirectly participate as a player. [349.181, Subd. 2]			20. The device is within view of an organization's employee. [7861.0280, Subp. 7D]
Yes	No	Forms Used			21. Device is located at permitted premises where alcohol is served and consumed (on-sale); site is licensed for off-sale intoxicating liquor (not a convenience, general food, or drug store); or bingo is conducted and admission restricted to persons 18 and older. [349.151, Subd. 4b(b)]
		11. The following are used: ___ LG281 Key Log shows employees with keys. Key(s) are not left out for anyone to access compartments. [7861.0280, Subp. 7I] ___ LG282 Access Log kept in interior compartment. Door access meter verified with LG282. [7861.0280, Subp. 7F] ___ LG286 Pull-tab Dispensing Device Game Receipts Tracking. [7861.0320, Subp. 18] ___ If lessor does not provide cash bank, LG287 Pull-tab Dispensing Device Cash Bank Reconciliation. [7861.0320, Subp. 18]			22. When device turned off or unplugged, the access switch battery meter records without interruption the date and time when door was opened.
					23. Readings for non-resettable meters for: Tickets _____ Cash _____

Organization representative/employee: _____ I acknowledge that I received a copy of this report on behalf of the organization.
 Signature _____ Date _____ Print name _____
 The information on this form was used to determine your compliance with Minnesota statutes and rules governing lawful gambling activities and will become public information.

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